



# STRENGTH

## *A peerless detective and mentalist*

In every lie there exists a kernel of truth. In every stroke of the pen, a hundred words. In a city like Daskvol it can be tempting to turn a blind eye to the meaning of it all, to shut the door and allow the trash to pile up underneath the floorboards. The Sleuth knows that a foundation of lies drags everyone down and that is very useful information.

**When you play a Sleuth, you earn XP when you address a tough challenge with curiosity or keen observation.** Others will try to hide the truth from you. Use your abilities to bring light to a city swamped in corruption or hold it over your enemies like loaded gun.

*What drives you to seek the truth? Were you formally trained in the art of observation or are your talents a fluke of nature? Do you consider The Bluecoats your equals or are they simply the competition?*

### STARTING ACTIONS

● ● ● ● STUDY

● ● ● ● SURVEY

### STARTING BUILDS

*If you want some guidance when you assign your four starting action dots and special ability, use one of these templates.*

**INFORMATION BROKER.** SWAY +2, CONSORT+2. **BACKSTABBER**

**PRIVATE EYE.** COMMAND +2, HUNT+1, SURVEY+1. **PRESCIENCE.**

**TRUE SEER.** ATTUNE +2, SWAY +1, CONSORT+1. **GHOSTSENSE.**

**VIGILANTE.** HUNT +2, SKIRMISH +1, PROWL+1. **GUILE.**

### CURIOUS FRIENDS, RIVALS

- ◆ **Skinner**, an informant. *Perhaps your man on the inside or maybe the one who sold you out for change.*
- ◆ **Grace**, an heiress. *Perhaps an old flame or maybe the one who got away.*
- ◆ **Ingerwood**, a parapsychologist. *Their methods are truly extraordinary. Would you trust them to meddle with your mind?*
- ◆ **Templeton**, a persistent echo. *They've been dead for years but they aren't out of the picture just yet.*
- ◆ **Hallow**, an inspector. *Perhaps she was your partner once or maybe she's the bad egg that spoils the bunch.*

## SLEUTH SPECIAL ABILITIES

### PRESCIENCE

You needn't spend **Stress** to **flashback** and track a mark or uncover evidence perfect for the current situation. *How did you know it would lead to this?*

*Note that this ability still requires concrete action in the past. Use this to demonstrate your character's brilliant powers of deduction after the fact or to appear on-screen unexpectedly.*

### BACKSTABBER

When you catch someone by surprise with damning information or a knife in the back they will be momentarily unable to respond to your assault.

*This ability allows you to gain tactical advantages from the information you've gathered. Use it to make an argument unopposed or to get the drop on someone whose trust in you has been misplaced.*

### DREAM LOGIC

When you touch the spirit of another you experience flashes of memory relevant to their current state of being. **Also:** You may **ATTUNE** to the living in order to explore their memories in this way or treat injuries of the mind. *How do you join your consciousness to another?*

*The memories you explore may be violent or disturbed so use this ability wisely. Know that the alteration or excision of another's memories without their consent is an act of violence and should not be undertaken lightly.*

### DRIVEN

You gain a custom **Vice: Obsession**. Each downtime you may declare your obsession with a grand mystery or plot. When you **push yourself** in pursuit of your obsession it costs only a single **Stress**. **Also:** when you **Indulge** in your obsession during downtime you may tick one segment of a relevant project clock. *How does the mystery drive you onward?*

*If you resolve the question with which you are obsessed you will have to wait a short time before you gain the benefits of this special ability again so make sure that the question you ask is an important one. Note that you needn't have the Trauma: Obsessed to take this special ability, but it couldn't hurt!*

### GHOST SENSE

One of your senses is deeply connected to the Ghost Echo allowing you to **flashback** to events you did not personally witness. *Is your trigger the touch of a hand, a pinch of dirt on the tongue, or the inhalation of a lingering fragrance.*

*Ghost Sense gives you access to a wealth of knowledge seemingly lost to time. Note that what you perceive during a flashback is not limited to the sense you have chosen but it is important to the way in which you understand those events.*

## GUILE

When you make an **action roll** you may also **gather info** as though you'd rolled the same result. *How does your action inform you?*

*This ability lets you read an opponent on the fly or gather info with unorthodox methods. The answers provided must be relevant to the action employed and the acting player must put the question to the GM before rolling dice but the knowledge received is certain to inform any followup actions by you or your team.*

## MIMICRY

When you **push yourself** you may spend an additional point of **Stress** in order to copy the technique of an enemy or activate the special ability of an ally. *How do you imitate their movements or mannerisms?*

*The Stress you spend to push yourself count towards any special ability costs required by the ability you copy. Note that you will still need to justify your action. Best practice would suggest that you use this ability to reinforce the talents of your friends and rivals. When you push yourself to activate this ability you still get one of the normal benefits of pushing yourself (+1D, +1 Effect, etc.) in addition to the special ability.*

## VIGILANCE

You may expend your **special armor** to reduce consequences of surprise or misdirection **or** to add **+1 result level** to **gather info** roll, be it yours or that of an ally. *What additional details do you provide?*

*When you use this ability, tick the special armor box on your playbook sheet. If you "resist a consequence" of the appropriate type you avoid it completely. When you improve the result of a gather info roll you treat the die result as if it were one tier higher (improve a miss to a partial success or a full success to a crit, for example).*

## SLEUTH ITEMS

- ◆ **Fine lens:** Expertly crafted and refined, its crystal surface can see things otherwise invisible to the naked eye. **[0 LOAD]**
- ◆ **Fine dirt:** Scraps of evidence or salacious rumors pinning someone to the scene of a crime. *The GM may still ask you to flashback to explain how you came by this information but they cannot deny you.* **[0 LOAD]**
- ◆ **Trusty pistol:** You doubt anyone else could land a shot with this trusty service pistol but you know its quirks and imperfections like the back of your hand. *In your hands, and your hands only, this pistol works right as rain. In anyone else's hands it gains a flaw of your choosing.* **[1 LOAD]**
- ◆ **Concealing coat:** This old coat offers you protection from the elements as well as the means to conceal your identity. **[1 LOAD]**
- ◆ **A humble timepiece:** A simple pocket watch polished to a dull sheen. It's reliable, so long as you remember to wind it up. **[1 LOAD]**
- ◆ **Pipe and matches:** An ornate wooden pipe imported from Severos and sulfur matches bearing the mark of your favorite tavern. **[1 LOAD]**

## CREDITS

The Sleuth is a fan project and not officially sanctioned by John Harper or Evil Hat Productions.

Writing and design by Justin Ford

Iconic Sleuth by Al Lukehart

Original layout by John Harper

Blades in the Dark is property of John Harper and One Seven Design.

If you enjoy this playbook feel free to leave a review on my storefront or write me on twitter @MothLands.